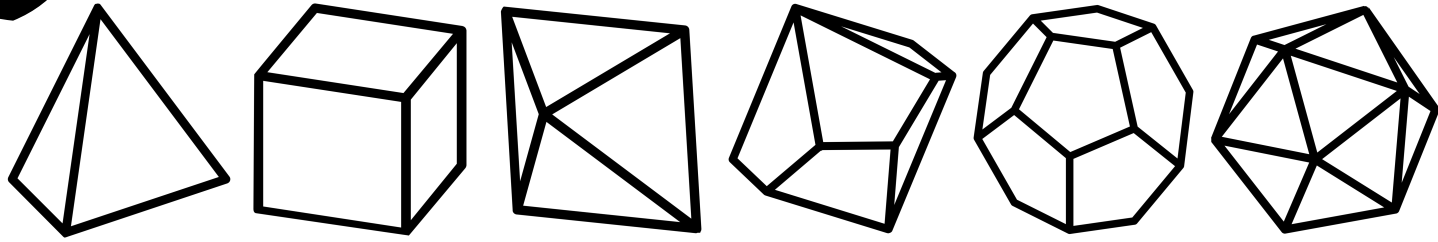


SIX HEROES



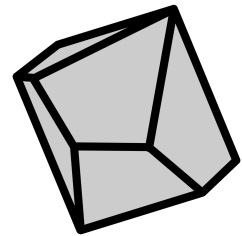
by Daniel Sutter

Each player writes the following six titles on an index card:

Brawler, Burglar, Healer, Hunter, Scholar, Sorcerer

From their own set of dice, each player (in private) divvies the six standard dice (d4, d6, d8, d10, d12, d20) to each title. As a group, they name each of the Six Heroes. All players control the Six Heroes as a committee. Before each round, they decide which player will roll for which Hero (multiple if less than 6 players). If Jane has her d4 assigned to the Scholar, whenever she rolls for the Scholar, be it Hacking, Fighting, Jumping, or Librarying, she rolls that d4.

For all checks, players roll their Hero die with the other d10 in their set. This is the Target d10. Equal or under Succeeds! On a Failure, the Hero die returns to the dice bag (cannot roll for that Hero until Healed or rested). If the Hero was rolling for their specialty (e.g. Brawler throwing a table), they retain the dice on a failure.



The Healer can roll to heal dice for any Hero. Otherwise, one night of rest equals one dice healed.

Health and Magic are entirely up to the GM.

Suggestion: Keep combat brutal and magic elemental.

Dice icons courtesy of Alessandro Bertoni.